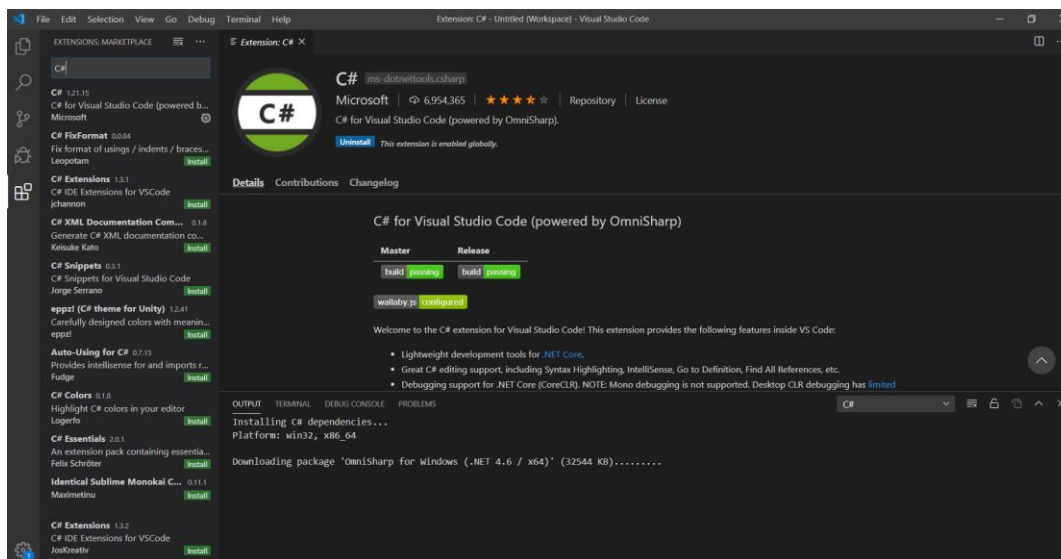
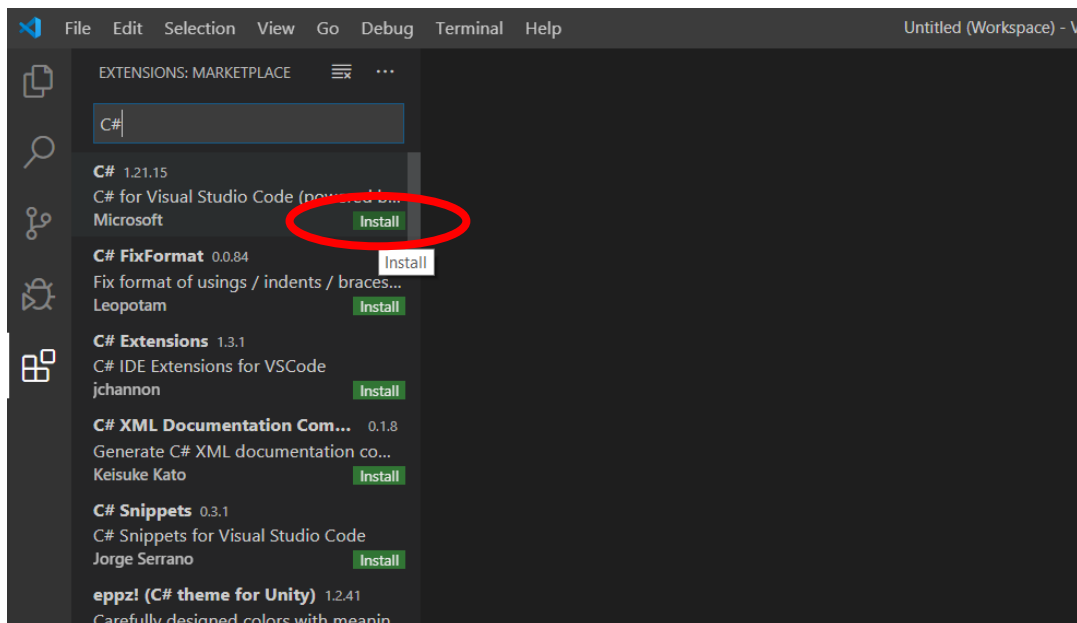
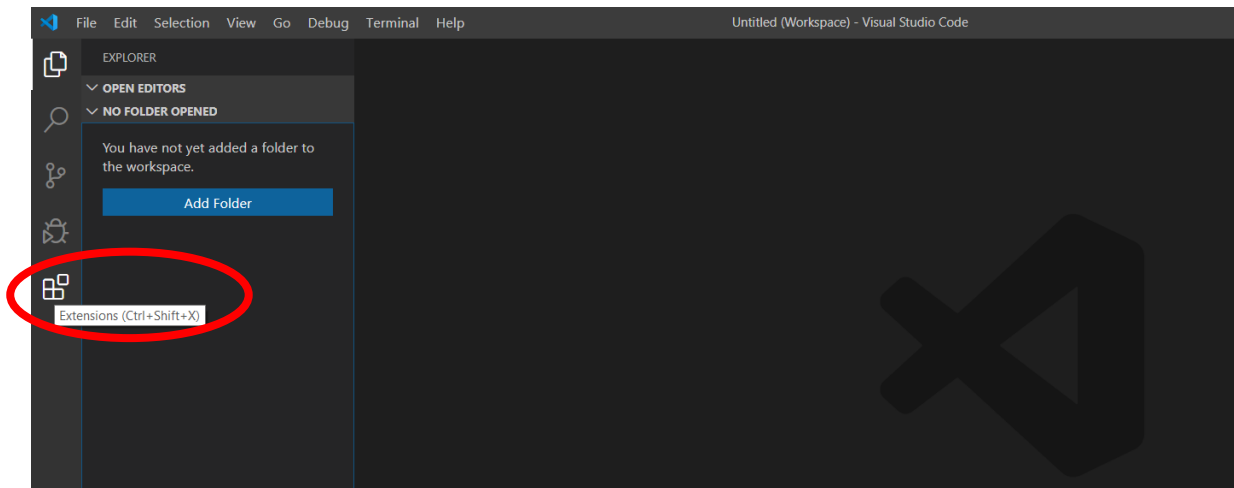
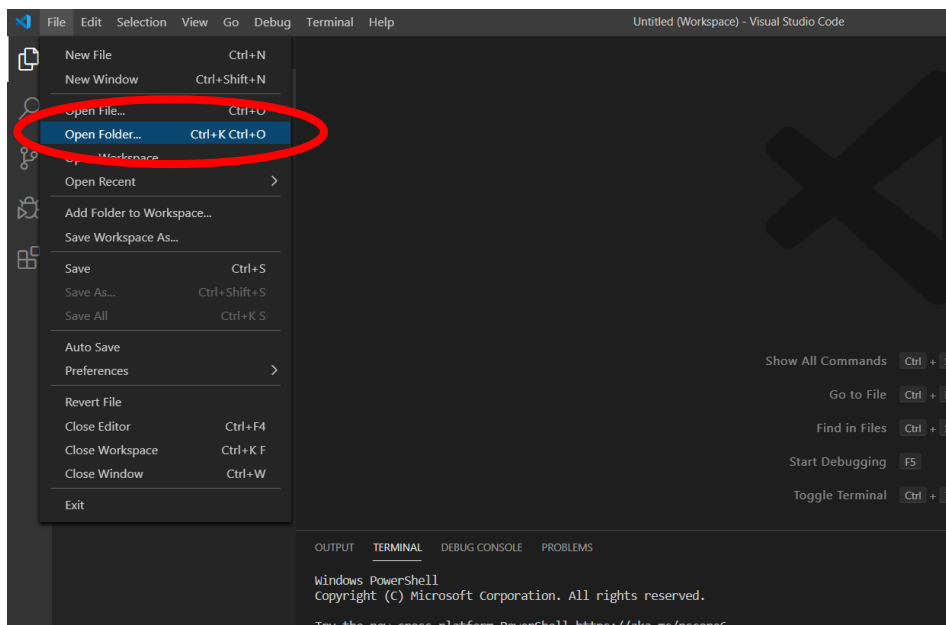
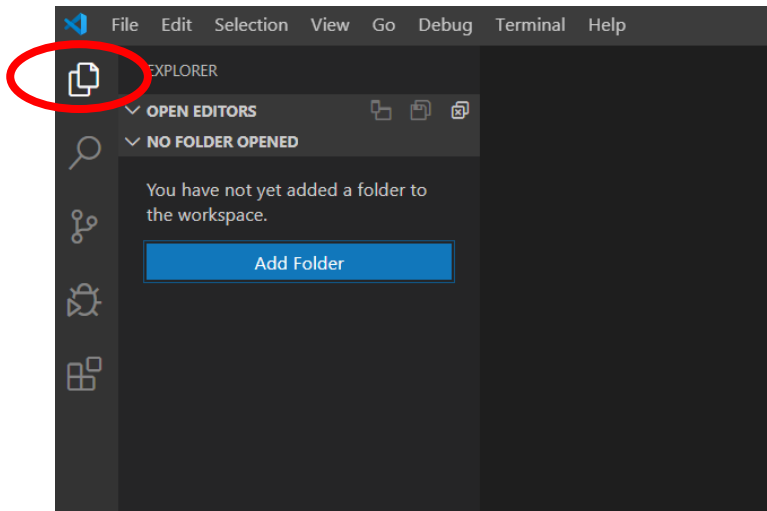


## Step 1: Install C# extension for Visual Studio Code from VS Code Extension Marketplace



## Step 2: Create and open a folder

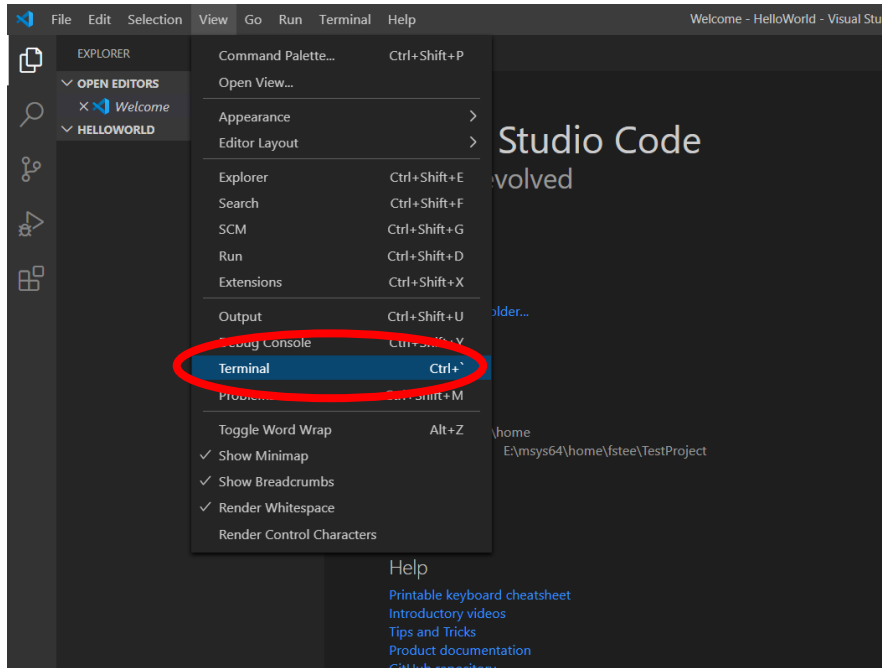
Click on the Explorer icon on the left menu and then click Open Folder



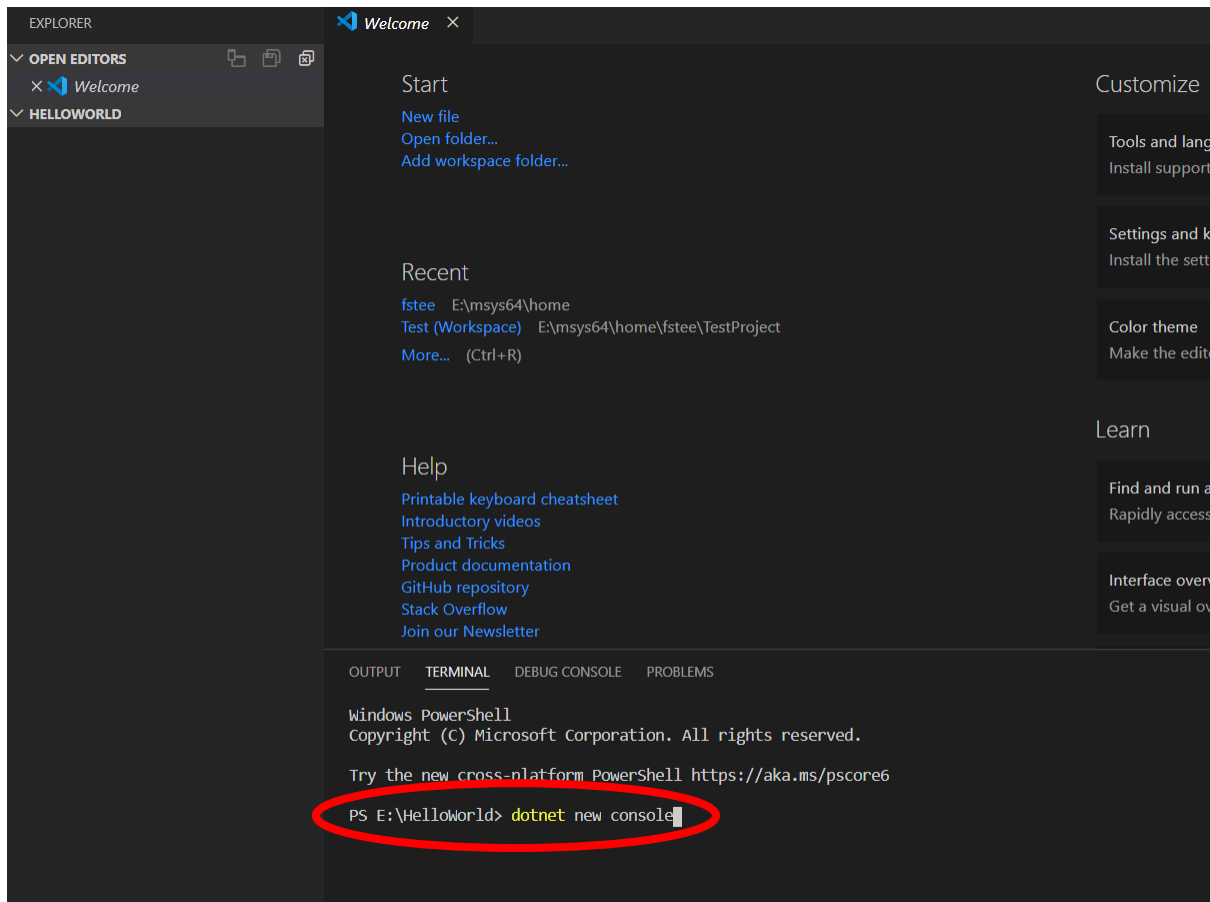
Open the folder where you want to put your project file. In this case, I have created a folder named **"HelloWorld"**

### Step 3: Initialize a C# project

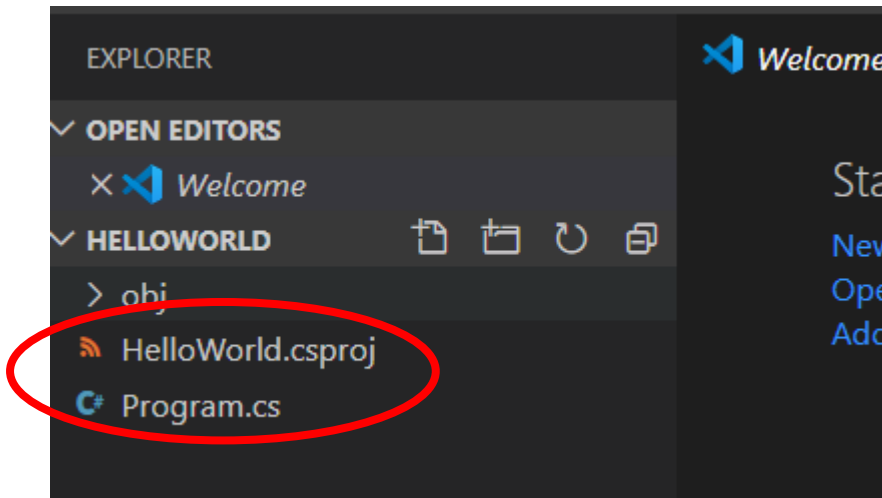
View > Terminal



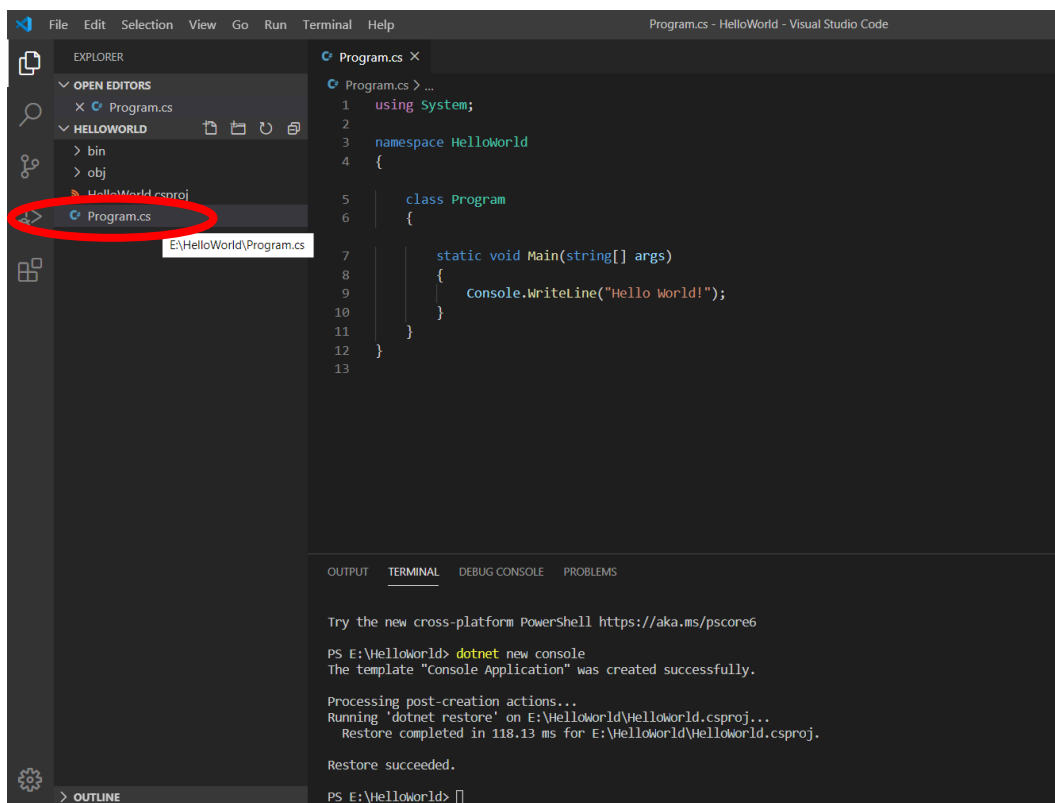
In the terminal window, type `dotnet new console`



This command creates a **Program.cs** file in your folder with a simple "Hello World" program already written, along with a C# project file named **HelloWorld.csproj**.

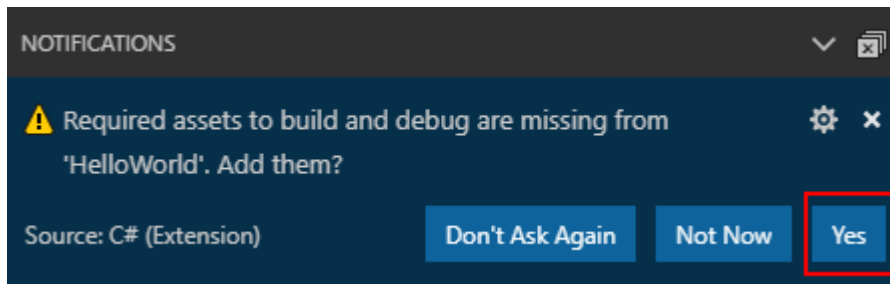


#### Step 4: Click on the Program.cs

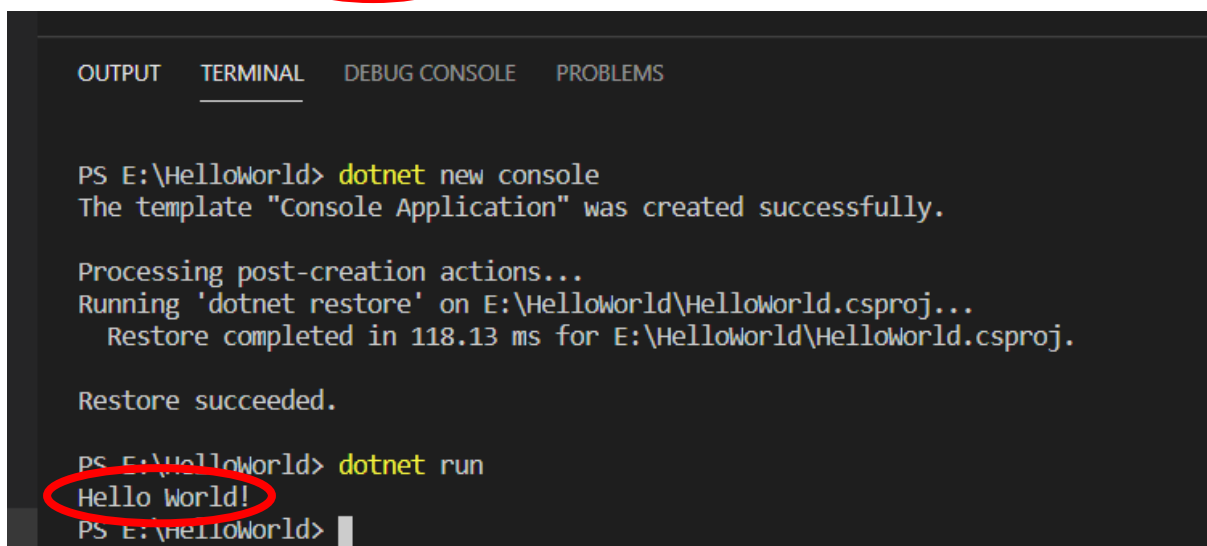
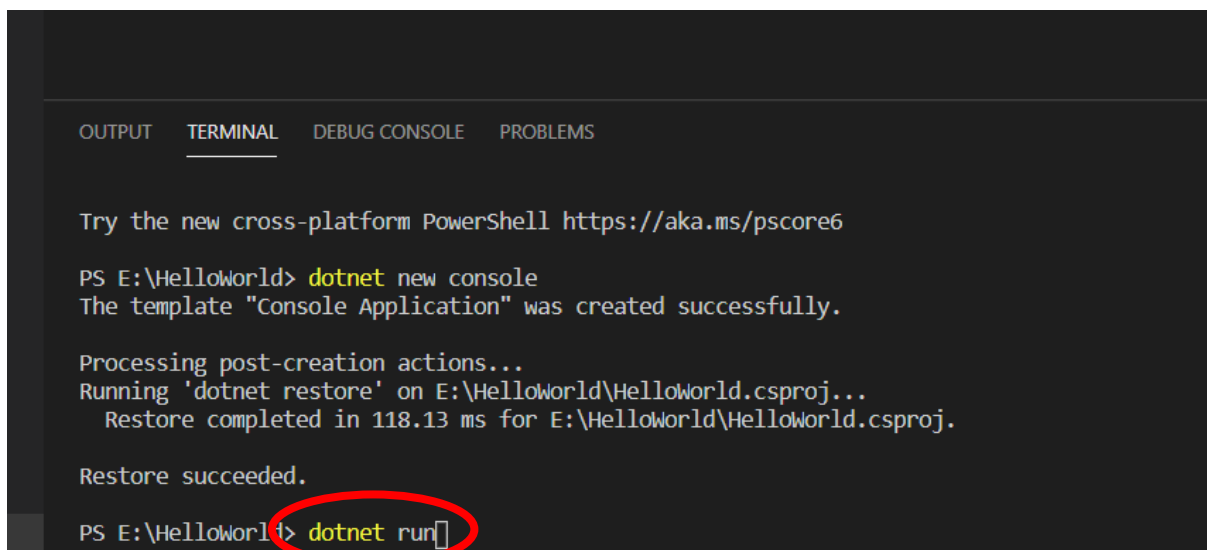


**Step 5: Run the "Hello World" program.**

Visual Studio Code should prompt you to add the missing assets to build and debug your app. Select **Yes**.



Type `dotnet run`

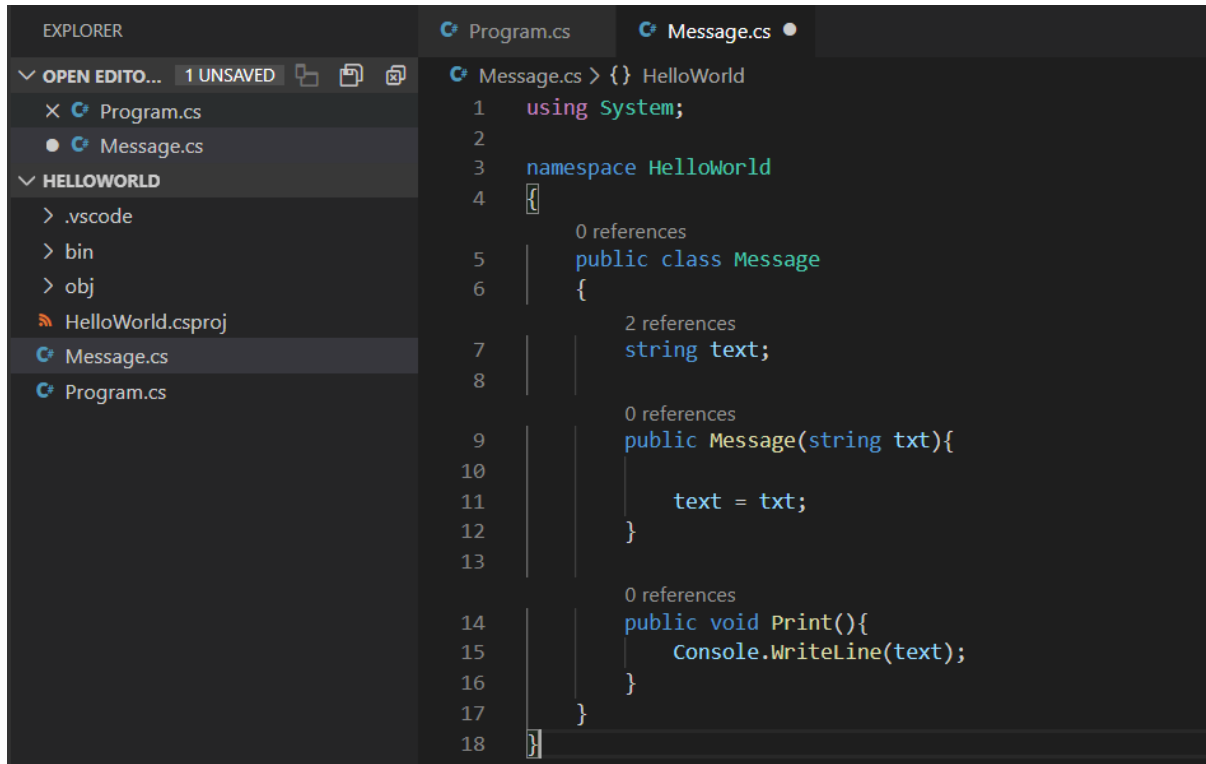


## Step 6: Add a class

To add a new class, right-click in the VSCode Explorer and select New File. This adds a new file to the folder you have open in VSCode.

Name your file **Message.cs**. You must save it with a **.cs** extension at the end for it to be recognized as a csharp file.

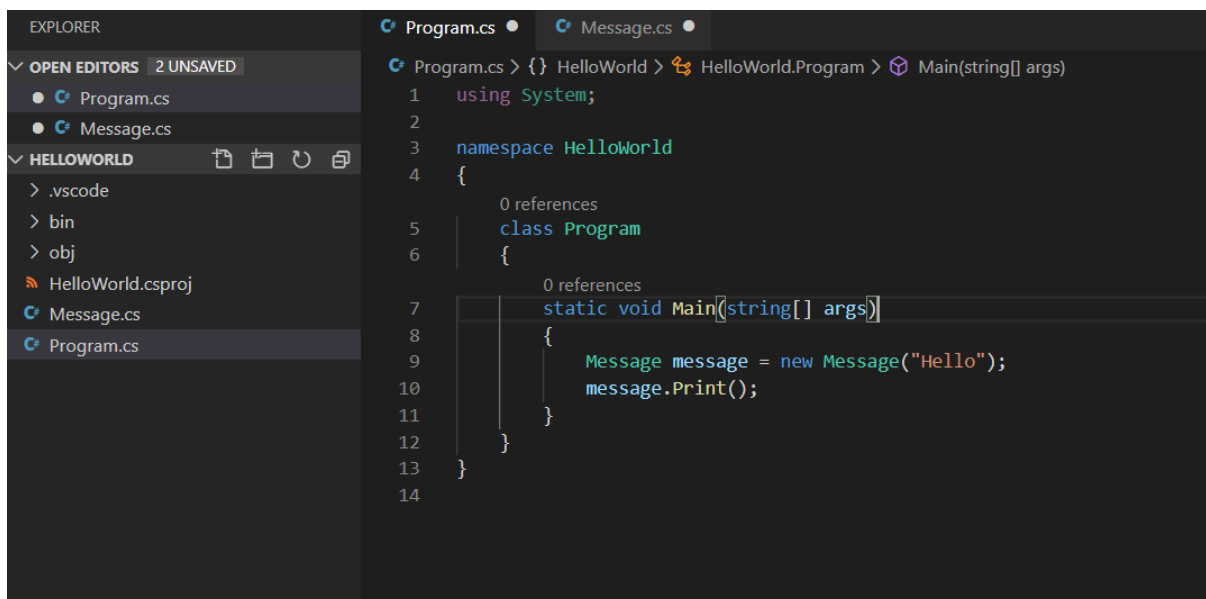
Add the code below to create your Message class.



The screenshot shows the Visual Studio Code interface. On the left, the Explorer pane shows a project named 'HELLOWORLD' with files '.vscode', 'bin', 'obj', 'HelloWorld.csproj', 'Message.cs', and 'Program.cs'. The 'Message.cs' file is selected. The main editor shows the code for 'Message.cs' with the following content:

```
1  using System;
2
3  namespace HelloWorld
4  {
5      0 references
6      public class Message
7      {
8          2 references
9          string text;
10
11      0 references
12      public Message(string txt){
13          text = txt;
14      }
15
16      0 references
17      public void Print(){
18          Console.WriteLine(text);
19      }
20  }
```

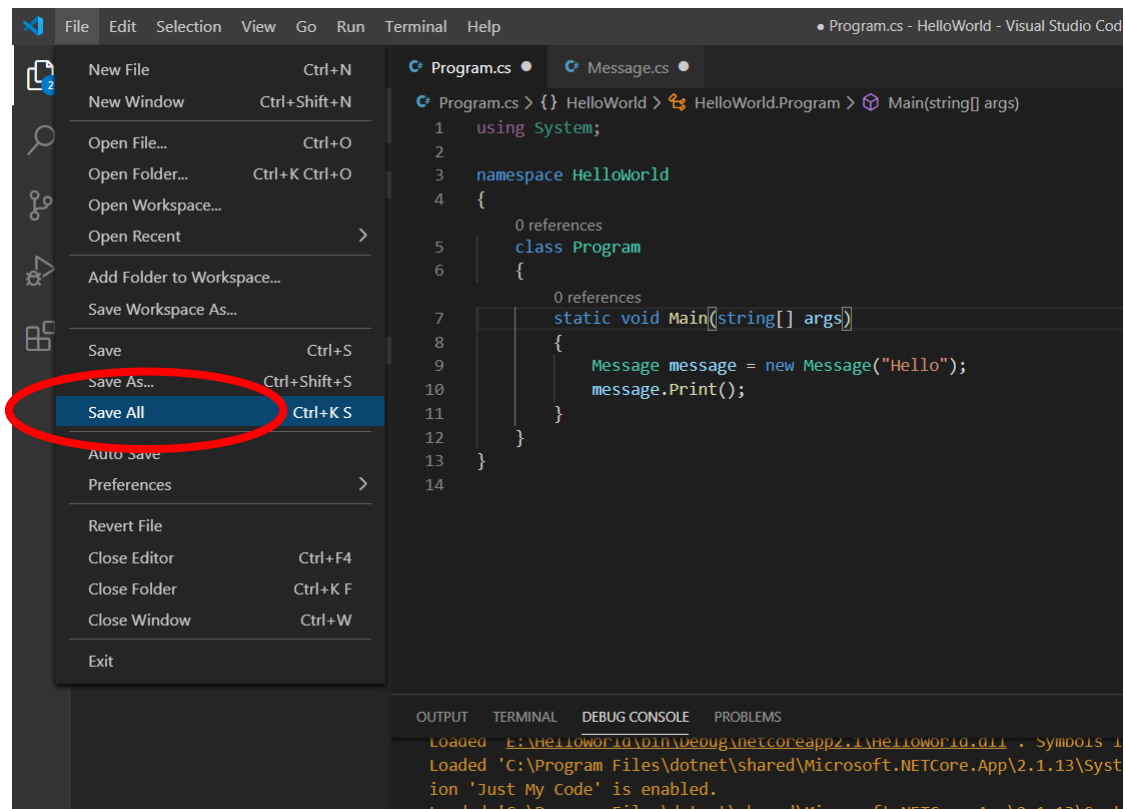
Call your **Message** class from your main method in **Program.cs** by adding the code below:



The screenshot shows the Visual Studio Code interface. On the left, the Explorer pane shows the same project 'HELLOWORLD' with files '.vscode', 'bin', 'obj', 'HelloWorld.csproj', 'Message.cs', and 'Program.cs'. The 'Program.cs' file is selected. The main editor shows the code for 'Program.cs' with the following content:

```
1  using System;
2
3  namespace HelloWorld
4  {
5      0 references
6      class Program
7      {
8          0 references
9          static void Main(string[] args)
10          {
11              Message message = new Message("Hello");
12              message.Print();
13          }
14      }
```

Save all your changes as below:



Run the program in the Terminal as below:

